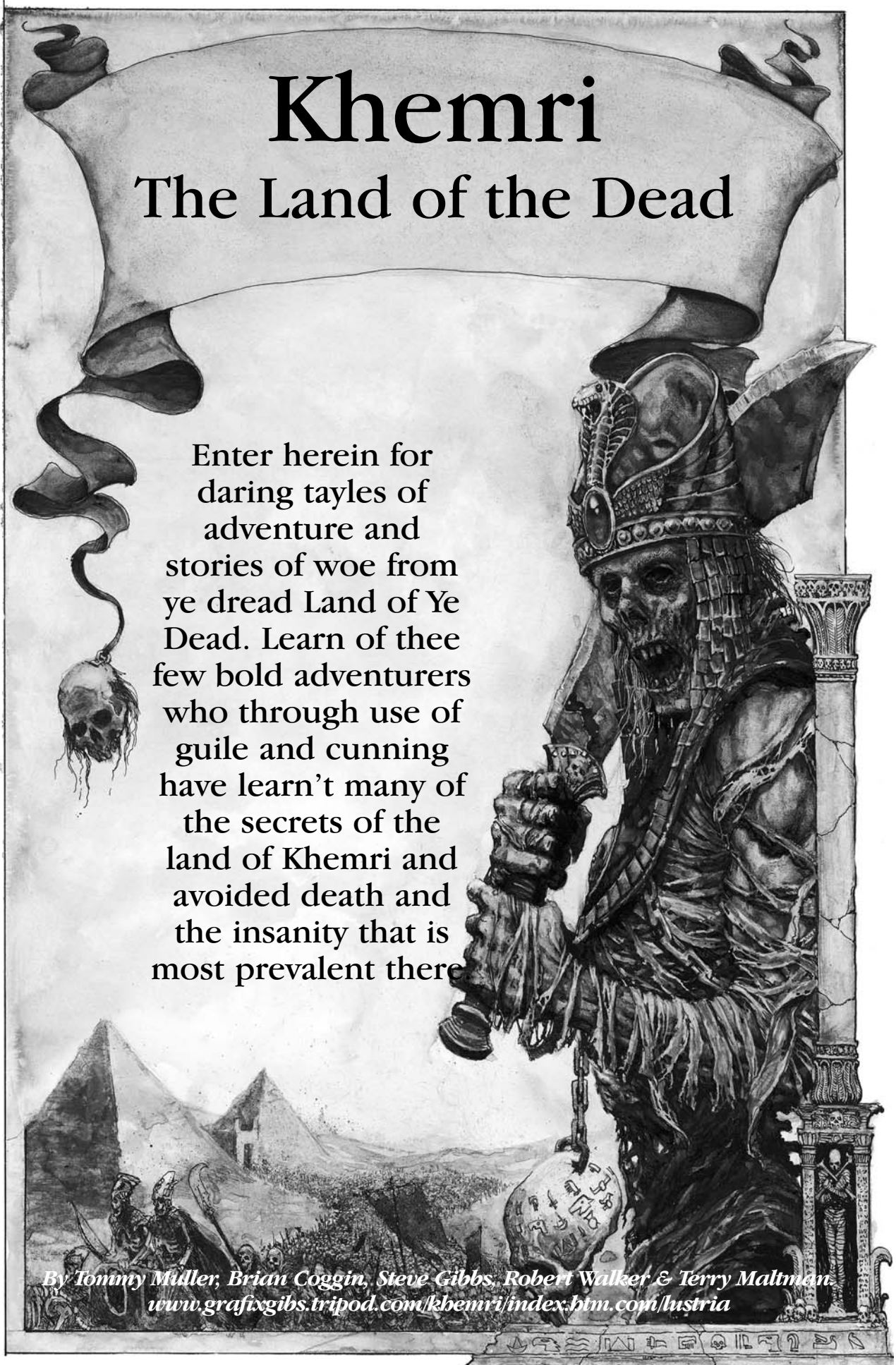


Khemri

The Land of the Dead

Enter herein for
daring taylor of
adventure and
stories of woe from
ye dread Land of Ye
Dead. Learn of thee
few bold adventurers
who through use of
guile and cunning
have learn't many of
the secrets of the
land of Khemri and
avoided death and
the insanity that is
most prevalent there

By Tommy Muller, Brian Coggin, Steve Gibbs, Robert Walker & Terry Maltman
www.grafixgibs.tripod.com/khemri/index.htm www.lustria.com



Khemri – The Land of the Dead

This is the fourth installment of Khemri – The Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces Exploration charts, new scenarios and new Hired Swords.

Income

During the Exploration phase, the warbands will find equipment, weapons and armour that they can use, and items that can be traded for gold. The items are supposed to be exchanged for supplies at the main camp or traded with other warbands for equipment.

At the end of each battle, a warband may roll on the Khemrian Exploration chart (below). There are some multiples that result in a trap or encountering a monster. The entry for the result will detail what happens. As the Hero

runs the risk of being seriously injured, it is a good idea to choose a Hero with good characteristics as it improves his chances of surviving the encounter. In Khemri the warbands search for treasure in the form of gems, gold, and ancient artifacts, rather than Wyrdstone. However, this makes no difference as far as the rules go, where the rules read Wyrdstone treat it as treasure.

Equipment is bought from the Khemrian equipment list and follow all rules from page 144 in the Mordheim book. Equipment that is found can only be used by a warrior that can buy such items in his equipment list or who has the relevant skill to use such weapons.

Exploration Chart

If you roll several of a kind in your Exploration phase, you have found additional items, just as exploring the ruins of Mordheim.

Doubles

(1 1) Stash

A badly weathered monolith in the desert, covered in indecipherable markings implies there could be treasure beneath.

Chose one of your Heroes and make a test against his Strength on a D6. If successful the Hero manages to lift the rock and reveal the treasure underneath – add one valuable to the warband's treasury. If the Hero fails the test he has been injured and misses the next battle as he recovers.

(2 2) Lost Pouch

As the warband shuffles across yet another sand dune one of the Heroes notices a leather pouch half-buried in the sand.

The pouch contains D6 gc and if a '1' is rolled a *Lucky Charm* as well.

(3 3) Skeleton

The warband stumbles upon a sand blasted skeleton. Some of its equipment is still useable.

Roll a D6 to see what is found when the skeleton is searched:

- 1-2 D6 gold crowns
- 3 Club
- 4 Spear
- 5 Scimitar (Sword)
- 6 Light Armour

(4 4) Mad Man

you encounter an insane wanderer in the desert. He talks to apparitions and screams about the horrors of the desert.

Good warbands (humans, Elves, Dwarfs etc.) can try to make sense of his madness and in doing so learn about the local desert. In the next exploration Phase the warband may roll one more dice and then discard one dice.

Undead warbands can kill the man and gain a new Zombie or Skeleton; whichever is available to that warband.

Skaven, Chaos or greenskin warbands can sacrifice the man to their dark gods and the leader of the warband gains +1 experience.

(5 5) Dead Camel

A common sight in the desert, this has a large chest strapped to its back.

Roll a D6 to see what of value the chest contains:

- 1-2 Map of the Desert (see p.55 of the Mordheim rulebook)
- 3-4 A ring worth 2D6 gold crowns.
- 5-6 A flashy silver gilded sword and dagger set. They can be kept and used or sold for double the usual selling price of a sword and dagger.

(6 6) Jackal

A common desert dwelling creature, this will make for a good meal.

The jackal can be skinned which will sell for D6 gold coins.

Triples

(1 1 1) Lamp of Djinn
(See TC 17 page 10 for details)

(2 2 2) Pool
In the dark recesses of a tomb a small pool of cool sweet water has somehow survived.

2D6 water units can be collected from the pool.

(3 3 3) Old Campsite
Your warband encounters a hastily abandoned campsite. Looks like they had reason to leave in a hurry since many supplies are lying around forgotten.

Your warband finds 2D6 gc worth of salvageable supplies.

(4 4 4) Lost Zombie
A lone zombie is found shambling through the desert. After sighting your warband it shambles toward it mumbling the word 'brains'. Your warband easily subdues the zombie without injury.

Roll a D6 to find out what the zombie was carrying:

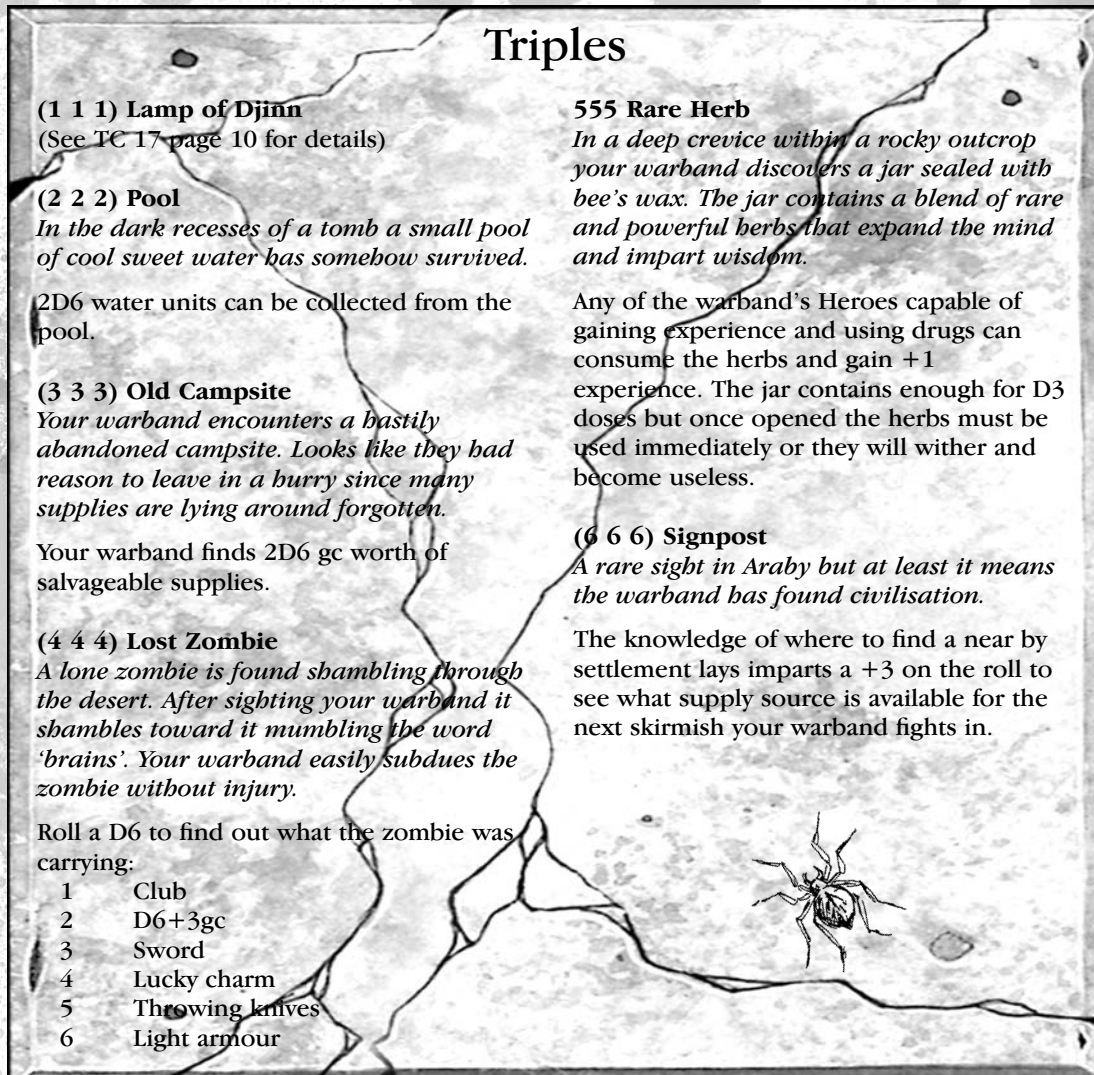
1	Club
2	D6+3gc
3	Sword
4	Lucky charm
5	Throwing knives
6	Light armour

555 Rare Herb
In a deep crevice within a rocky outcrop your warband discovers a jar sealed with bee's wax. The jar contains a blend of rare and powerful herbs that expand the mind and impart wisdom.

Any of the warband's Heroes capable of gaining experience and using drugs can consume the herbs and gain +1 experience. The jar contains enough for D3 doses but once opened the herbs must be used immediately or they will wither and become useless.

(6 6 6) Signpost
A rare sight in Araby but at least it means the warband has found civilisation.

The knowledge of where to find a near by settlement lays imparts a +3 on the roll to see what supply source is available for the next skirmish your warband fights in.



Expedition Day Five.

Five days after our arrival in Araby, we are still stuck in the port of Djambiya. This delay is intensely frustrating, as are the opportunities wasted by our enforced sojourn here. Our quest to explore the lost cities of Khemri is of the utmost importance. I remain sceptical about many of the ancient myths regarding the rise of the so-called 'Lords of the Night', Liches, Vampires, and the legendary Lord of the Dead, Nagash. I have come with my apprentice Ernst to uncover ancient artifacts from the ruins of those ancient cities to see if I can piece together the ancient histories and discover the true fate of the land of Nehekhara.

Djambiya is an exotic and oft confusing place. Local Arabyans, in their brightly coloured robes, mingle in the streets with desert nomads, their faces marked by ritual scars, lean and fit as jackals. Equally strange are the local cults and superstitions, all in some way associated with the fear of death that seems to brood over the city. There are also many other Old Worlders here, Tilean and Estalian sailors and merchants, the odd mercenary and some curious men in what appear to be knightly or priestly robes.

I persist in trying to find guides but unfortunately the locals are ignorant and benighted, ruled by superstition and fear. I have tried to persuade them by scientific argument that they have nothing to fear from the ruins of Khemri. These 'Tomb Kings' of whom the Arabyans appear to be so afraid are obviously the work of fiction, the tales of madmen driven insane by the desert. The very idea that anything could have survived the centuries in such a desolate environment is so laughable to any educated man that I find it hard to be patient with the natives' foolishness. But unless we can find a guide our quest will fail before it begins.

Four of a Kind

(1 1 1 1) Lost Mule

A forlorn and pathetic looking mule is encountered lying on its side dying. It pathetically whinnies at your warband.

If the warband can give the mule 3 Water units the mule will be revived enough to get up and follow the warband. Warbands not allowed to use animals must sell the mule at the first possible opportunity and cannot use it to carry anything or in battle. See TC14 for rules on Mules.

(2 2 2 2) Deep Well

How fortunate you find a well that no one is guarding. This is your lucky day. Better hurry before the owners come back though...

The warband gains as much water as they like for free. You can't have more water than you can carry!

(3 3 3 3) Besieged Caravan

The warband hears screams and animal howls. They run to investigate and find a caravan under attack by jackals. With the assistance of your warband, the caravan guards drive off the jackals. The Caravan Master approaches you, overjoyed.

The caravan leader offers to sell anything he has available to you at cost. All the normal rules for trading with a caravan apply but everything is half price! Roll the cost of an

item and divide by two. This means you can buy and sell things for the exact same amount of money.

(4 4 4 4) Lost Treasure

In an alcove in a small cave you find an old chest which contains two near priceless giant pearls.

The warband gains two items of treasure.

(5 5 5 5) Wadi

The warband comes across a long dried up stream. You sigh at the thought of a raging river of clean cool water and prepare to move on, but wait what was that sparkle? On closer inspection you find several gold nuggets on the riverbank.

The warband gains 4D6 gold crowns

(6 6 6 6) Mausoleum

The warband encounters a lone mausoleum set in a cliff face.

Unscrupulous warbands can loot this final resting-place for the wealthy. Religious warbands or tomb guardians will seal the tomb. You may choose how you treat the graves.

Warbands of the first type gain D6x10 gold crowns. The second type gains D6 Experience points to distribute among the heroes of the warband at your discretion.

Expedition Day Six

Success! We have managed to procure a guide who will take us to the ruins. The circumstances of our finding him were curious. I was approached in the bazaar by a man swathed in dark robes, who led me to a house down a narrow alleyway. Inside I was ushered into a room draped with dark hangings, the air heavy with the scented smoke of incense, which threatened to quite fuddle my senses. All the same, beneath the smell of the incense I thought I detected something else, a musty odour I thought I recalled from my research in the dissection laboratory back at the university, but I must have been mistaken. I was greeted by a tall man, also robed and with his face veiled, who spoke in a husky voice, which was scarcely more than a whisper. He asked if I was searching for lost Khemri and joined my mockery of the locals. I repeated to him my conviction that the rumours of Undead were the works of fantasy. "Of course," he replied. "Wise men speak not from rumour but from learning, and you are so obviously a wise man. How could it be otherwise?" As I rose to leave he grasped me by the hand and for a moment I almost recoiled from his touch before I chastised myself for my foolishness. Yet the feel of his flesh was somehow strange and dry, his hand was thin and I could feel the bones through the flesh. But many men are thin. I must have listened too long to the idiotic ramblings of the locals.

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Our benefactor has agreed that one of his servants will guide us through the desert to the ruins. I cannot wait to see the lost necropolises of Khemri and uncover the hidden secrets they hold. The parting words of our mysterious helper ring hopefully in my thoughts: "May you come face to face with that which is hidden," he said, "and may you learn more than you ever dreamed." The black pyramids of Nehekharu beckon me in my dreams, offering knowledge and, perhaps, the real truth about the Undead. And surely we have nothing to fear from the truth...

Additional note: I seem to have developed a curious dryness and flaking of the skin on the palm of my hand. Perhaps I have acquired some local ailment. On my return from the desert I shall send Ernst to the bazaar for some ointment or local remedy. I am sure it is nothing serious. In any case, I cannot be distracted from my quest. The land of the dead beckons!

Extracts from the Expedition Journal of Johannes Steinkopf, sometime
Professor of Necrology, University of Altdorf

Five of a Kind

(1 1 1 1 1) Treasury

Uncovered in a sandstorm a lavish building is discovered that contains the valuables of an ancient noble.

Inside, hidden amongst the debris, you find D6 x 10 gc worth of gold and treasure.

(2 2 2 2 2) Snake Pit

As the warband is making its way through some ruined buildings a Hero notices a shrine with a hole in the floor. Upon further investigation he notices that it was once a nest of venomous snakes, obviously a snake sacrificial pit. There are several corpses down in the pit amongst the snake skeletons and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
A Purse with 2D6 gc	Auto
A Duelling Pistol	5+
A Sword	4+
D3 valuables	4+

(3 3 3 3 3) Boulder Race

As the Hero prises a carved jade statue from its place in an ancient temple, he suddenly realises that he has triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel!

Choose one Hero to attempt to recover the statue. The Hero must roll less than or equal to his run distance on 2D6. Note that he may use the Sprint skill if he has it. If the Hero fails this roll he dies! Remove him from the roster.

If the Hero survives, he may sell the jade statue for 50 gc. He also gains +1 experience.

(4 4 4 4 4) Maze

The warband discovers a necropolis half buried by the sand and dispatches a Hero to investigate. The Hero gets himself lost in the maze of tunnels! He will miss the next game and possibly others after that too.

Randomly select a Hero. He became lost in the maze and will miss D3 games while he attempts find his way out. If he rolls a 1 then he is lost forever and is removed from the warband's roster. Any equipment he has is lost with him.

(5 5 5 5 5) Ruined Temple

Time has destroyed this once beautiful building, making it unsafe for all but the most daring to explore.

You find D3 pieces of treasure amongst the ruins. In addition take a Leadership test against the leader's Ld. If passed a black hound that was guarding the temple joins the warband. Use the profile for a wardog.

(6 6 6 6 6) Secret Door

Whilst ransacking some ruins you stumble upon a secret door and learn how to recognise these in the tunnels.

You may always re-roll one dice when doing Exploration rolls. Make a note of this in your warband's roster sheet. Second and subsequent Secret Doors you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.

Six of a Kind

(1 1 1 1 1 1) The Tomb of The King

You have entered the inner sanctum of the necropolis – the tomb of the king himself. You sense danger here; the very walls seem to watch you.

If you wish you can send one of your Heroes to search for treasure hidden here. Roll a D6. On a roll of 1 the Hero is captured and dragged away by Tomb Guardians to join the ranks of the Undead. On a roll of 2 or more, he returns shaken but with D6+1 pieces of treasure.

(2 2 2 2 2 2) Statue of the Sphinx

Although there are many huge statues of Sphinxes scattered throughout the desert, the most common are only a few feet tall. Despite their small stature they hide many valuable gifts. It is said, though, that only the wise may find these, for the inscrutable Sphinx are reluctant to relinquish their treasure.

If you wish to challenge the Sphinx, pick a Hero. Roll a D6 and add +1 for each Academic skill that character has. If the result is a 6 or more, then you have solved the 'Riddle of the Sphinx' – roll on the table below to see what you have found. If you roll a 5 or less, the Sphinx attacks the challenger. The model invariably comes off worse, and spends the next battle recovering.

Item	D6 Result Needed
D3 pieces of treasure	4+
5D6 x 5 gc	Auto
Snake Charmer's flute*	4+
Suit of heavy armour	5+
D3 jewels worth 10gc each	4+
Holy (or Unholy) relic	5+
Nomad robes*	5+
Monkey's paw*	5+

*See the Equipment list in TC17.

(3 3 3 3 3 3) Slaughtered Warband

You find the remains of a massacred warband. Bodies lay scattered amongst the ruins still carrying some items of equipment.

You can find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of Light armour	4+
Suit of Heavy armour	5+
D6 Daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

(4 4 4 4 4 4) Lamp of the Djinn

You hear a noise from under a pile of rubble. On investigation you find a lamp. In an attempt to clean it to assess its value, you give it a rub. To the astonishment of the whole warband a strange magical creature seemingly comprised of mist emerges from the lamp and asks your bidding.

(See the Equipment list in TC17.)

(5 5 5 5 5 5) Flying Carpet

Rolled up in a corner of a ruined building you discover one of the legendary magical flying carpets of Araby.

(See the Equipment List in TC17.)

(6 6 6 6 6 6) Magic Rope

The warband finds what looks like a snake. You hit it with a stick and then feel rather foolish. It is nothing but a coil of rope but when the correct tune is played on a flute the rope rises into the air and is as solid as a ladder.

The rope allows the Hero to climb 12" up or down without having to take an Initiative test.

Scenarios

Here are a few of the scenarios that have been specifically tailored for Khemri (see page 7 of TC 16 for the full tables).

Scenario 9 – Defend the Oasis

Your warband has found an oasis to camp at. These finds are essential to the warriors' survival. As you are taking a break you are set upon by another band that wish to steal your cache of water.

Terrain

Place terrain in centre of 4'x4' board 12" from the edges. Rocks, trees, small buildings/ruins are great for this. One item represents a well or pool.

Warbands

The warband with the lowest rating defends the oasis. If you have the same number of warriors the one with the lowest water count defends. If water counts are equal, then roll to see who defends. Interestingly Undead will defend an oasis even though they have no use for the water.



Set-Up

The defender deploys first, within 6" of the well or pool. The attacker deploys within 6" of any table edge.

Starting the game

The attacker takes the first turn.

Ending the Game

If a warband fails a Rout test the game ends. If the attacking warband has more men within 6" of the well than the defender at the end of a turn then the attacker wins.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Rewards

The winner may fill his water supply to the maximum. Remember that you cannot carry more water and treasure than your burden limit.

When trading, the winner may remain at the oasis (since they successfully defended or captured it), and rolls for a caravan (3+) as normal. Meanwhile, the defeated warband has to roll on the Exploration chart with a -1 modifier, (as finding another oasis would be considerably difficult).

Scenario 4 – Tomb Raid

The warbands have heard rumours of a tomb in the area with treasure. Each warband is trying to find it first and make it back out of the tomb alive.

Terrain

Use tiles to represent the tomb (see TC 17). Place the Burial chamber in the centre of the table and an entrance in room one of the corners of the table. If more than two warbands are playing, place as many entrance tiles as needed at the corners.

Warbands

Roll to see who has the first turn. Highest D6 score chooses the starting tile.

Starting the game

Roll to see who goes first. Highest D6 score starts.

Special Rules

Each warband is trying to get to the centre chamber to get the treasure chest. Once there they must attempt to carry it out of the tomb. A warrior must be in contact with the treasure chest for a turn to pick it up. Once carrying it, he must move at half speed. If two warriors are carrying the chest they may move at normal speed. If a warrior routs whilst carrying the chest it must be dropped immediately in the tile he is in.



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Ending the Game

If a warband routs the game ends. If the treasure chest is removed from the board that warband wins.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Rewards

In the tomb the winner gets D3 items of treasure from the following chart. Roll a D6 each time to find out what you get.

D6 Item Found

- 1 Heavy armour
- 2 D3 Scimitars
- 3 D6 Jambyias (daggers)
- 4 Gem-encrusted helmet worth D6x10 gc
- 5 Shield
- 6 Monkey's paw (see TC 17)



Scenario 10 – Protect the Prince



(Scenario for 2-4 players)

Many stories have been told of wealthy princes or other nobles travelling through the hot deserts of Araby and never reaching their destinations. Most of the merchants that travel the deserts are attacked by all sorts of raiders seeking to steal their riches. These stories persuade the merchants to protect themselves from whatever may happen, and hire mercenary warbands to do their fighting for them.



Warbands

Half of the warbands fighting this scenario are defending the merchant's wagon from attack whilst the other half are trying to raid the wagon of the merchant. Determine who are defenders and attackers in the usual way except there may be more than one of each. If there is an odd number of warbands then there will be one more defending player.



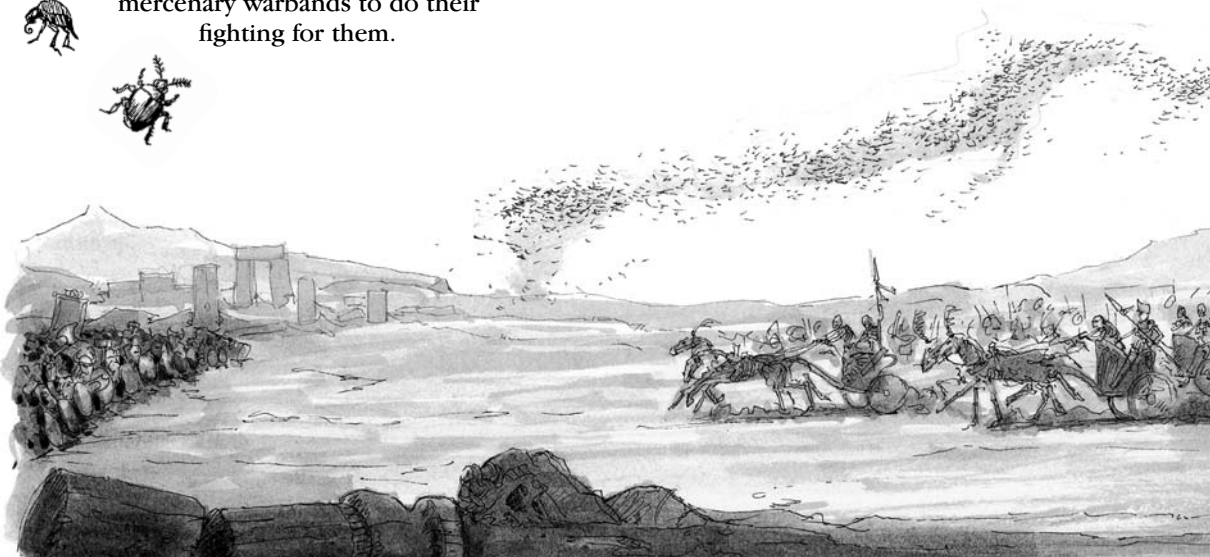
The defenders' job is to provide enough of a distraction to the opposing warband(s) for the prince to make it safely off of the opposite edge. The attacker's job is to prevent the prince from escaping to the other side of the table by attacking and putting him out of action.

Terrain

The battle takes place in the open. The scenery may consist of dunes, oases and ruined buildings. Place them as normal.

Set-Up

The defenders are set up first on one long edge of the battlefield. Next the attackers set up on either of the two short sides.



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Special Rules

The prince will follow any friendly model up to the limits of his movement. If he is more than 1" from a friendly Hero at the start of the Movement phase, then he will run the maximum distance in a random direction (use a Scatter dice). If this takes him into base contact with an enemy then this counts as charging. He will not voluntarily charge an enemy.

If any unengaged enemy models are within 2" at the beginning of the movement phase he will flee directly away from the closest one. He will rally by passing a Leadership test in the usual way. If a friendly model is in base contact he may also make a Leadership test to restrain the cowardly prince.

Each defending player controls the prince in their turn. This may create some interesting conflicts in a multi-player game. His profile is as follows:

Profile	M	WS	BS	S	T	W	I	A	Ld
Prince	4	2	2	3	3	1	3	1	7

Equipment: He is equipped with a Scimitar (sword) and a Jambiya (dagger).

Ending the Game

A defender wins the game if he is in control of the prince when he makes it off the appropriate table edge. If he flees off another table edge then neither side wins. An attacker wins by killing the prince before he leaves. In a multi-player game warbands may choose to ally and share the victory and winnings.

Experience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience

+1 Winning Leader. The leader of the winning warband gains +1 extra Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

+1 Killing the prince. Any character who puts the prince out of action gains +1 Experience.



Rewards

If the prince escapes he will reward his protectors with 4D6 gold crowns from his purse. If he is killed then the winning warband will find 2D6 gold crowns, plus jewellery equivalent to two pieces of treasure on his body.



Hired Swords

There are plenty of swords for hire in the Land of the Dead; many of them are the last survivors of a raid on a Necropolis, while others are professional mercenaries. In the Land of the Dead you can only use the Hired Swords listed in this section. The Land of the Dead is a long way from Mordheim and even further from Lustria, and not every Hired Sword will be available.

You can use the following Hired Swords from Town Cryer magazine and the Mordheim rulebook: Halfling Scout, Tilean Marksman, Ogre Bodyguard and Pit Fighter.

Snake Charmer

40 gold crowns to hire + 10 gold crowns (+ 5 gold crowns per snake) upkeep.

In the bazaars and markets of Araby crowds often gather around a mystic Arabian sitting playing a flute. Mesmerised by the music or some say by his rhythmic swaying is a deadly venomous snake. Snake charmers generally survive on the money they can make as entertainers but often some offer their services and that of their snakes as warriors.

May be Hired: Any good warband (human, Elf, Dwarf, etc.) may hire a Snake Charmer.

Rating: A Snake Charmer increases the warband rating by 5 points, +1 point for each Experience point he has and +5 points for each snake.

Profile	M	WS	BS	S	T	W	I	A	Ld
Snake Charmer	4	2	2	3	3	1	4	1	7
Snake	4	3	0	1*	2	1	5	1	5

Equipment: The Snake Charmer is equipped with a dagger and a scimitar. The Snake Charmer starts with three snakes.

SPECIAL RULES

Snake Charmer: The Snake Charmer can control up to five snakes provided that they remain within 6" of him. If a snake is not within 6" of the Snake Charmer in the Movement phase, they will move 1D6" in a random direction. If that takes them into contact with a model, either friend or foe, it will attack as if charging.

Immune to poison: The Snake Charmer has been bitten so many times that he is immune to poisons.

Venomous: The snakes are venomous and count as attacking using Black Lotus as described on page 52 of the Mordheim rulebook.

Animals: Snakes are animals and do not gain Experience.

Snake hunter: After each game the Snake Charmer may attempt to catch another snake, provided that he did not go out of action. The Snake Charmer makes this roll in the Recruitment and Trading phase and must roll under his initiative to successfully catch a snake. The Snake Charmer may only attempt to catch one snake after each game. If he fails to catch the snake there is a chance that he is attacked. Roll a D6. On a roll of 1 the Snake Charmer suffers a S3 hit.

Skills: A Snake Charmer may choose from Academic and Speed when he gains a new skill.

Nomad Scout

30 gold crowns to hire + 15 gold crowns upkeep.

The guides of the nomad tribes are at best uncouth and uncivilised. However, they are good warriors, living a life of almost constant battle within the deserts they call their home. An Old World warband is well advised to hire a guide if they are to survive the ravages of the desert.

May be hired: The Nomad Guide may be hired by any warband that can afford him.

Rating: A Nomad Guide increases the warband's rating by +12 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Nomad	4	3	4	3	3	1	4	1	7

Weapons and Armour: The Nomad Guide is armed with a Scimitar and a bow.

SPECIAL RULES

Son of the Desert: The Nomad Guide is adept at finding sources of water. The

warband can modify the result on the Supply Source table by +/-1.

Skills: The Nomad Guide may choose from Shooting and Speed skill when he gains a new skill.

Tomb Robber

30 gold crowns to hire + 15 gold crowns upkeep.

While the sinister ruined tombs of Nebekhara have claimed the lives of many would-be robbers, a few have survived using their wit and lightning reflexes. Many of these expert robbers are drawn from the nomadic tribesmen of the vast desert and knowledge of the necropolises is second nature to them. Some, though, are Old Worlders lured by the temptation of riches who have amassed a wealth of knowledge in archaeology and ancient traps.

May be hired: The Tomb Robber may be hired by any good warband (human, Elf, Dwarf, etc.) that can afford him.

Rating: A Tomb Robber increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tomb Robber	4	4	3	3	3	1	5	1	7

Weapons and Armour: The Tomb Robber is armed with a sword and crossbow pistol. In addition he carries a rope and hook.

SPECIAL RULES

Explorer: The Tomb Robber allows your warband to modify a single dice roll on the Exploration chart by -1/+1.

Traps: The Tomb Robber has the *Trap Expert* skill, for more details see the TC17.

Excellent Reflexes:

The Tomb Robber has a special save of 5+ against any attack made against him, be it shooting, close combat, traps or spells. If the Tomb Robber gains the *Dodge* skill this save increases to a 4+ special save.

Skills: The Tomb Robber may choose from Combat, Shooting or Speed skills when he gains a new skill.



Thief

30 gold crowns to hire +15 gold crowns upkeep.

The Thieves guilds of the Old World aren't a patch on the brutally efficient and highly organised guilds of Araby. So skilled are the thieves of Araby it is said that they can steal the treasures of the gods themselves.

May be Hired: Any warband except Undead may hire a Thief.

Rating: An Araby Thief increases the warband's rating by +22 points, plus 1 point for each experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thief	4	3	3	3	3	1	4	1	7

Equipment: Two daggers, Thief's cloak

SPECIAL RULES

Thief's Cloak: Thieves wear cloaks that help them blend in with their surroundings and can disguise them very well in both the desert and the towns. A warrior firing a missile weapon at a warrior wearing a Thief's cloak suffers -1 on his roll to hit.

Also the distance required to spot a thief when *Hidden* is doubled.

Tea-Leaf!: Naturally thieves are most adept at stealing items! A Thief may attempt to steal one item during the Trading phase. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. A Rare item is successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is captured by whatever authorities there may be and is hung (remove him from the warband roster).

Skills: A Thief may choose from Combat & Speed Skills.

NEXT ISSUE

Ab see, we lied! There were no Arabians this issue but there will be the Arabian Tomb Raiders warband next issue, we promise...

